Nintendo

NINTENDO OF AMERICA INC., P.O. BOX 957, REDMOND, WA 98052

Printed in Jap

METROID™

INSTRUCTION BOOKLET

ADVENTURE SERIES

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Official Nintendo Seal of Quality

Thank you for selecting the Nintendo® Entertainment System™ METROID™ Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

Table of Contents

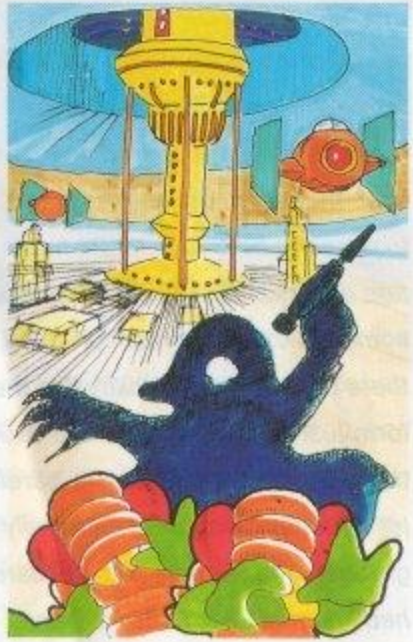
The Metroid Story 3
How to Start Playing Metroid 9
Important Points to Remember to Advance the Game 11
Pitting Samus Against the Mother Brain 16
The Key to Winning: Hunt Out the Power Items 21
Hordes of Enemy Characters on the Fortress Planet Zebes 27

© 1987 Nintendo of America Inc.

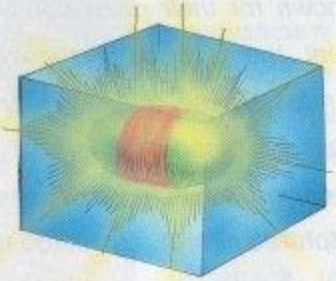
The METROID Story

In the year 2000 of the history of the cosmos, representatives from the many different planets in the galaxy established a congress called the Galactic Federation, and an age of prosperity began. A successful exchange of cultures and civilization resulted, and thousands of interstellar spaceships ferried back and forth between planets. But space pirates also appeared to attack the spaceships.

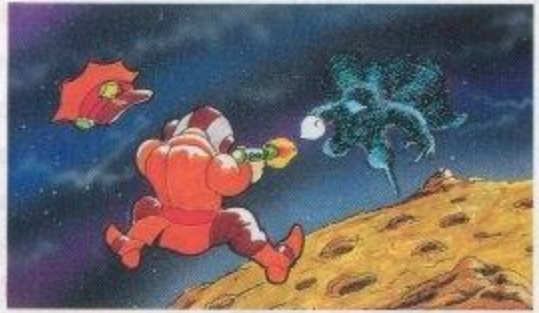
The Federation Bureau created the Galactic Federation Police, but the pirates' attacks were powerful and it was not easy to catch them in the vastness of space. The Federation Bureau and the Federation Police called together warriors known for their great courage and sent them to do battle with the pirates. These great warriors were called "space hunters." They received large rewards when they captured pirates, and made their living as space bounty hunters.



It is now year 20X5 of the history of the cosmos, and something terrible has happened. Space pirates have attacked a deep-space research spaceship and seized a capsule containing an unknown life-form that had just been discovered on Planet SR388. This life-form is in a state of suspended animation, but can be reactivated and will multiply when exposed to beta rays for 24 hours. It is suspected that the entire civilization of Planet SR388 was destroyed by some unknown person or thing, and there is a strong possibility that the life-form just discovered was the cause of the planet's destruction. To carelessly let it multiply would be extremely dangerous. The Federation researchers had named it "Metroid" and were



bringing it back to Earth—when it was stolen by the space pirates!

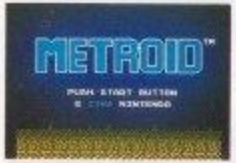


If Metroid is multiplied by the space pirates and then used as a weapon, the entire galactic civilization will be destroyed. After a desperate search, the Federation Police have at last found the pirates' headquarters, the fortress planet Zebes, and launched a general attack. But the pirates' resistance is strong, and the Police have been unable to take the planet. Meanwhile, in a room hidden deep within the center of the fortress, the preparations for multiplying the Metroid are progressing steadily.

As a last resort, the Federation Police have decided on this strategy: to send a space hunter to penetrate the center of the fortress and destroy the Mother Brain. The space hunter chosen for this mission is Samus Aran. He is the greatest of all the space hunters and has successfully completed numerous missions that everybody thought were absolutely impossible. He is a cyborg: his entire body has been surgically strengthened with robotics, giving him superpowers. Even the space pirates fear his space suit, which can absorb any enemy's power. But his true form is shrouded in mystery.

The planet Zebes is a natural fortress. Its sides are covered with a special kind of stone, and its interior is a complicated maze. On top of that, the pirates have planted devices and booby traps in the maze, and the pirates' eery followers lie in wait around every corner. Samus has now succeeded in penetrazing Zebes. But time is running out. Will he be able to destroy the Metroid and save the galaxy?

How to Start Playing Metroid



1. Title

2. Start or Continue

- Use the Select button to choose either START or CONTINUE. You can enter either mode with the START button.
- If you choose START, the game begins.
- If you choose CONTINUE, the Password screen appears.

3. Password Screen

- Use the control pad to move the cursor and select letters and numbers.
- Press button A to register the letter or number.

- You can backspace the register position by pressing button B.
- When you finish the password, push the START button and the game will begin.
- If you make a mistake in selecting the password, when you press the START button, the warning "ERROR! TRY AGAIN!" will appear below the password.

4. When the Game Is Over

- "GAME OVER" will appear.
- The password will appear. At this point, if you press the START button, you can continue your last game.
- If you use the password when you start a new game, you can continue your old game using that password.

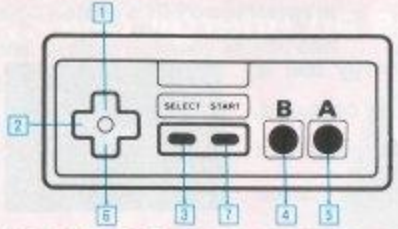
Important Points to Remember to Advance the Game

Destroy the Giant Mechanical Organism—the Mother Brain!

Samus' mission is to destroy the Mother Brain in the planet's central base. On the way, he continues to search endlessly, and to kill the Mini-Bosses that he meets.

How to Use the Controller

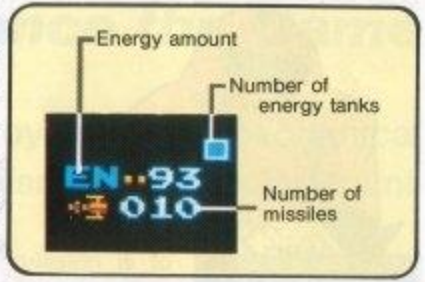
The Controller [I] has several parts. The control pad lets you move Samus. Button A makes him jump. You can select weapons with the SELECT button. You can attack enemies with button B.



1. Aims beam weapon up.
2. Moves Samus right or left.
3. Selects beam missile.
4. Shoots beam or sets bomb.
5. Jump
6. Curl up
7. Pause

Reading the Screen Displays

During the game, data on Samus will appear on the screen display, as shown in the picture to the right. In the beginning, only the amount of energy will be displayed. But later on, when Samus captures an energy tank or a missile, those numbers will be displayed. Pay attention to this data!



When Samus captures an energy ball...

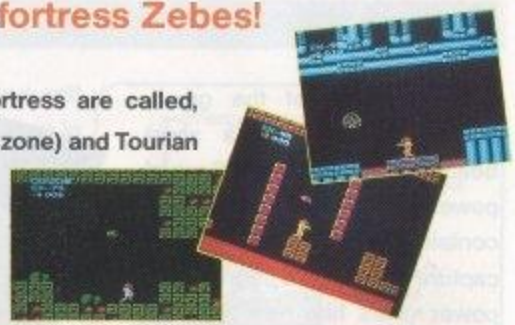
When an enemy is destroyed, an energy ball is sometimes given off. If this energy ball is captured, Samus' energy is increased, but his energy cannot increase beyond 99 without extra energy tanks.

Hunt out the Power Items and boost Samus' power!

At the start of the game, Samus carries only a short beam. You have to boost Samus' power by finding the rooms that contain the Power Items and capture them. Boosting Samus' power gives him new ways to attack–such as wave beams, screw attacks, and bomb-setting. There are 10 Power Items in total. Collect as many as you can to fortify Samus.

The 3 zones of the fortress Zebes!

The three zones inside the fortress are called, Brinstar (rocky zone), Norfair (fire zone) and Tourian (central base). You have to clear the first two zones before you can reach Tourian.



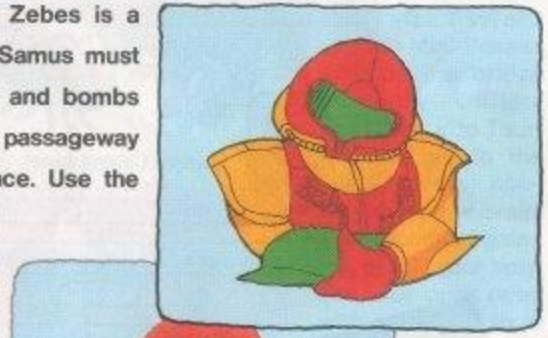
Search out and destroy the Mini-Bosses!

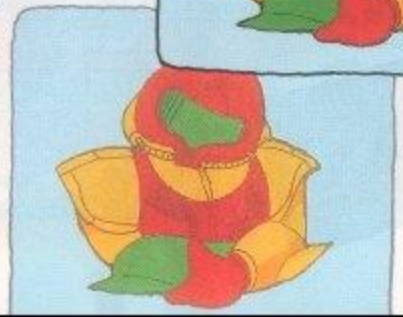
The Mini-Bosses have their hideouts in Brinstar and Norfair. Zap them to clear the area and move on. When they are both down, you can make a bridge that will take you to Tourian.

Pitting Samus Against the Mother Brain

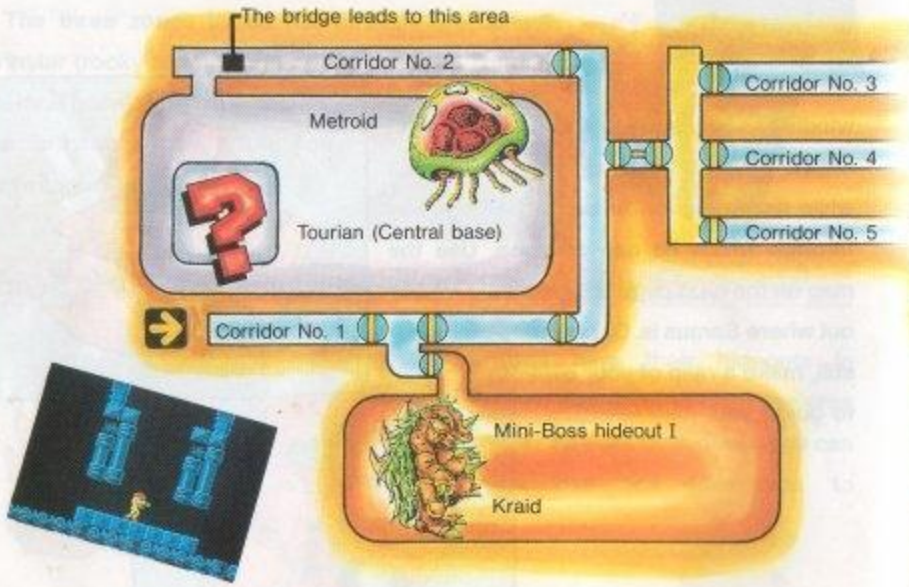
First, clear the giant maze.

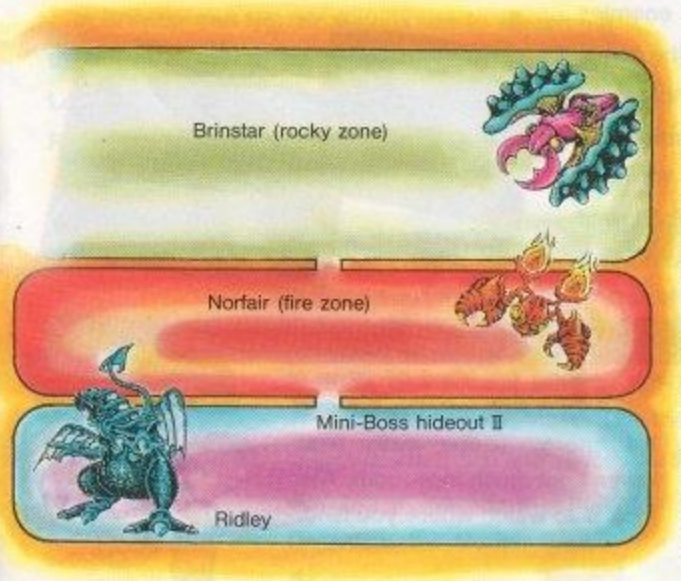
The interior of the planet Zebes is a winding, complicated maze. Samus must attack the walls with beams and bombs while searching for the secret passageway through which he can advance. Use the map on the next page to work out where Samus is. Or better still, make a map of your own to guide you.





Here's the map of Zebes!

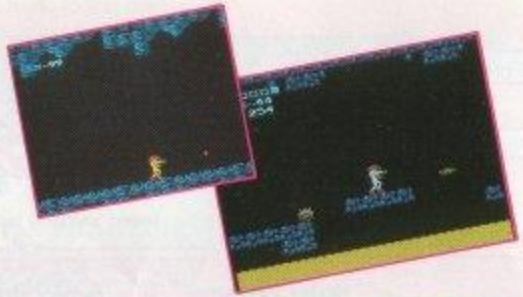




This shows you what the inside of the fortress planet looks like. The Mini-Bosses have their hideouts in Brinstar and Norfair. Find and zap two Mini-Bosses to build the bridge from the corridor that leads into Tourian and get to the Central base containing Mother Brain. Three kinds of gates will block your way. The blue ones open with one blast from your beam; it takes 5 missile blasts to open the red ones and 10 missile blasts to open the other ones.

All paths start at Brinstar.

None of the fierce enemies appear at the start of the game. Use this time wisely to get rid of all the minor enemies and boost Samus' power. Warning! Beware of the water! Fall in and Samus' energy is weakened.



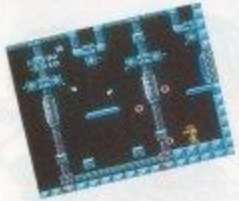
Face the treacherous fire-sea of Norfair!

If Samus falls into the fire-sea his energy seeps away. You haven't got much foot-room. The trick is to watch where you land.

Watch out! Two Mini-Bosses are lying in wait.

In Brinstar and Norfair, Samus has to search out the Mini-Bosses in their hideouts and zap them. Look for the corridors that lead to their hideouts. Renew your energy and zoom ahead.

At last! You're close to Tourian.



Once you've gotten rid of two of the Mini-Bosses, you have to hit the Mini-Boss statues at the entrance to Tourian in order to build the bridge. Now you're ready to enter Tourian. The only way you can kill the Metroid is to freeze it with your ice-beam and attack it with missiles. Will Samus discover at last the true nature of the Giant Mechanical Organism, the Mother Brain?

The Key to Winning: Hunt Out the Power Items

Samus' power of attack is weak at the beginning of the game and he is armed with only a short beam. It is essential to hunt out the Power Items to strengthen him.

To make the Power Items appear...

Rooms containing Power Items are hidden somewhere in the fortress Zebes. Find the rooms and hit the crystal ball held by the statue, to make a Power Item appear.

Long Beam

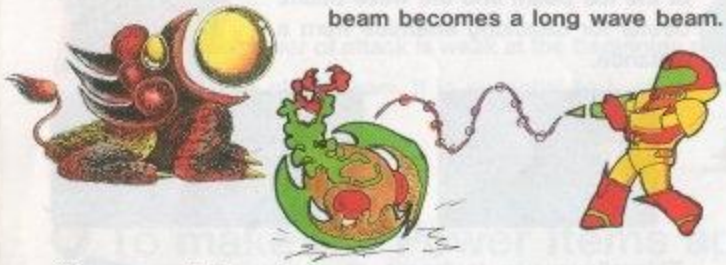
It lengthens the attacking range of your beam. It can also boost the range of the ice beam and the wave beam. Useful for attacking enemies from a distance.

Ice Beam

This allows you to freeze an enemy temporarily. If you already have a long beam, then the ice beam becomes a long ice beam. This can't be used at the same time as the wave beam. When you freeze an enemy, you can climb over it.

Wave Beam

The beams are wave-shaped and are stronger than normal beams. If you already have a long beam, the long beam becomes a long wave beam.



Screw Attack

This super strong Power Item spins in flight to attack the enemy. Samus' armor flashes during a screw attack.

High Jump

With these boots, Samus can jump one-and-a-half times higher than he normally can. Jumping high walls to get to new zones are no problem to him with these. Be sure to get ahold of them.

Varia

This raises Samus' powers of resistance and cuts in half the amount of energy he uses up when attacked by an enemy. It is most useful when in combat with the deadliest enemies.

Maru Mari

Samus grows small and round like a ball when he gets this Power Item. Useful when travelling along narrow passageways, it will help him until his energy runs out.

Bomb

Samus can use this bomb while he is still small and round. Use the B button to attack an enemy with the bomb. Use the blast to break down barriers. You will need bombs when escaping from the Metroid.

Energy Tank

Energy is stored in these tanks. Normally, the amount of storable energy cannot go above 99, but with each tank it grows by 100. You can collect as many as 6. Keep your eye out for them and save as much energy as you can.

Missile Rocket

This stores the missiles. If you capture one, you get 5 more missiles. Collect missiles from defeated enemies. You can store a maximum of 255. Press the Select button to select the missile and press the B button to fire.

Hordes of Enemy Characters on the Fortress Planet Zebes

Enemy characters have different personalities, but they all try to obstruct Samus' progress. You have to memorize the places each character is likely to appear and the best way to overcome them.

First, the enemy characters in Brinstar

There are 7 types of enemy characters in Brinstar. Zap them as they appear, then move on!

Mellow

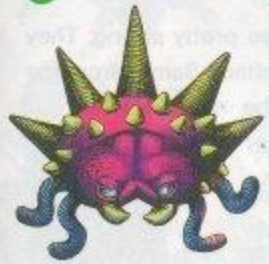
These creatures can pass through walls. They like to chase after you in groups.

Zeb

These occasionally fly out of air holes. Remember! It takes one blast of the normal beam to destroy the yellow ones and two blasts to destroy the red ones.

Zoomer

These fierce little creatures spray sticky fluid from their feet so they can move along the floor or up and down walls. There are two kinds: red zoomers and less powerful yellow zoomers.



Skree

They stick to the ceiling and lie in wait for Samus. When he approaches, they spin downwards to attack him.

Ripper

These strange creatures do not have brains. They simply fly around sluggishly in straight lines.

Waver

These powerful enemies flutter around in irregular patterns. Shoot at them or they'll attack.

Rio

These are also pretty strong. They zoom down to attack Samus from the upper walls. The red ones are stronger than the yellow ones.

Enemies in Mini-Boss Hideout I

Mini-Boss Hideout I is hidden somewhere in Brinstar and there are 7 kinds of enemies inside it.

Memu

They can pass through rocks and walls. Be careful as they fall on Samus in groups. They are the weakest enemy in the hide-out, so it's up to you to destroy them.

Geega

They come out through air holes and fly sideways. There are two types and the brown ones have twice the strength.

Skree

They use their wings like drills to descend from the ceiling and attack Samus. Be careful of rock splinters when they are digging into the ground.

Zeela

These boneless animals creep along horizontal and vertical surfaces. They normally live underground. The blue ones are the strongest.

Ripper

These slow creatures don't attack but fly aimlessly in straight lines. It is wiser to run away from them than to try fighting them.

Side Hopper

These powerful enemies attack Samus while hopping. Be careful, the Side Hopper's strength is second only to the Mini-Boss. Destroy him with one missile blast.

Kraid

This is the head of the Mini-Boss hideout. He hurls horns from his stomach and back. Be very careful of his fierce attacks. If Samus gets hit by him, his energy will be weakened a lot.

Next, the Norfair enemies!

There are 9 kinds of enemy characters in Norfair. Make sure you know their deadly specialties.

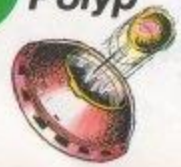
Mella

These move in groups and can pass through walls and rocks. They are the weakest and a single blast of the normal beam will lay them flat.

Squeept

They emerge from the lava and sink back into it. It takes more than one blast of the normal beam to destroy them.

Polyp



These are poisonous lumps of lava that are blown out of the air holes. They are weak enemies and have no life force.

Nova

Their entire bodies are covered in spiky, fireproof wool and they crawl around the floor. A missile blast will kill them. If using the normal beam, it takes two blasts to kill the blue ones and four blasts to kill the yellow ones.

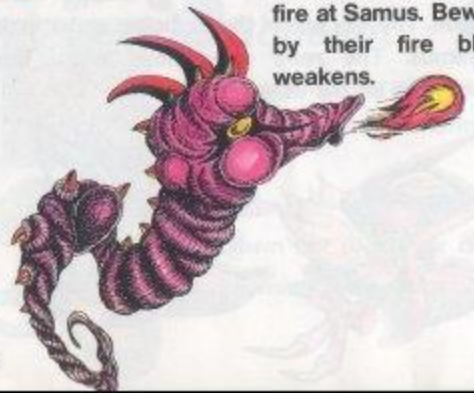
Gamet

Their bodies are covered by a super-hard shell. They fly out of the air holes and attack Samus. The reds ones have twice the strength as the others.

Ripper II

These Rippers are more advanced than the Rippers who appear in the rocky zone. They can spit fire and fly at a high speed. They look the same as the other Rippers but they fly a lot faster.

Dragon



These ancient Dragons live in the lava and stick their heads out to blow fire at Samus. Beware! If Samus is hit by their fire blasts, his energy weakens.

Multiviola

These simple-structure organisms are reflected off the walls and bounce around. They are pretty powerful but are difficult to attack with the normal beam as the walls reflect them and they are always moving. Use a Power Item to boost power first. One missile blast will then destroy them.

Geruta

The skin on these powerful opponents can generate fire and radiate the energy inside their bodies. Be especially careful of the strong red ones. These creatures are the most powerful to appear in this scene.

Enemies in Mini-Boss Hideout II

Mini-Boss Hideout II is hidden somewhere in Brinstar and there are 6 kinds of enemies inside it.

Zebbo

These fly out of the air holes. A single blast will lay the blue ones flat, but it takes two blasts to destroy the yellow ones. These are the weakest opponents in the hideout.

Holtz

These creatures fly down from the ceiling, attack Samus and then fly back up. Armor-plated like the Geruta, they are also armed with two horns. It takes several blasts of the normal beam or a single missile blast to destroy them.

Viola

These are Multiviola larvae and they crawl along the ground. It takes two blasts of the normal beam to destroy the blue ones and four blasts or one missile blast to destroy the yellow ones.

Multiviola

These also appear in the fire region. You have to be extra careful of them as they move much faster. These are the products of the life force that Mother Brain breathes into the molten rock. They have the same attacking power as the Holtz and the Dessgeega from the same habitat.

Dessgeega

They jump toward Samus to attack him and are the second strongest creature in the hideout after the Mini-Boss. It takes several blasts of the normal beam or one missile blast to destroy them.

Ridley

It's the head of Mini-Boss Hideout II. It jumps up into the air and breathes fire. It's the original life form of the planet Zebes and is controlled by Mother Brain. Destroy it and you win 75 missile blasts!!!

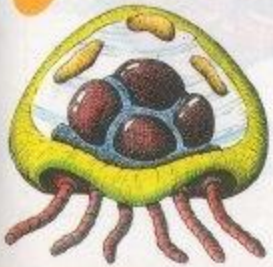
The enemies in Tourian

Conquer the unknown organism, the Metroid and destroy the almighty Mother Brain.

Rinka

These fireball creatures suddenly appear in the last scene. Lots of them appear but they are not very strong.

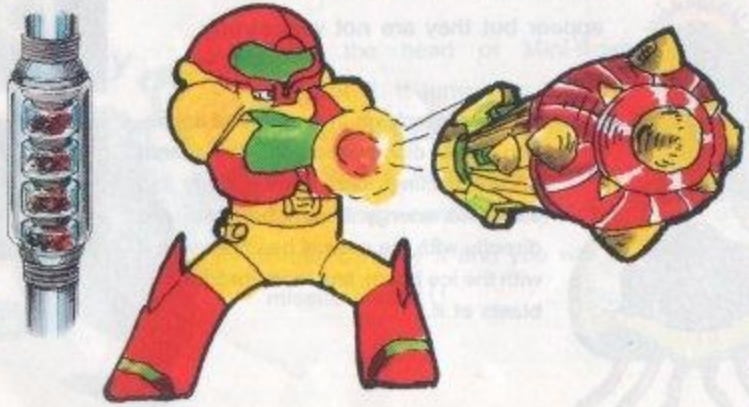
Metroid



This protoplasm in suspended animation was discovered on the planet SR388. It clings onto Samus' body and sucks his energy. It can't be destroyed directly with the normal beam. Freeze it with the ice beam, and then fire 5 missile blasts at it.

Zeebetite

This energy source is vital for keeping Mother Brain alive. It is no more than a life-supporting system and therefore won't attack, but it must be destroyed and only missiles will do the job. One missile blast is not enough. Other weapons are harmless against it. You have to keep throwing missiles or it will simply come to life again.



Mother Brain

Mother Brain lies in the central base of the fortress planet Zebes, the home of the space pirates. Its aim is to cultivate Metroid to multiply and conquer space. Zeebetite is its energy source. You have to discover Mother Brain's weak point before you can launch a missile attack. When hit, it makes a shrieking noise.

If you destroy Mother Brain . . .

If you manage to destroy the last enemy, Mother Brain, wait for a message to flash across the screen a second later. Something big is in store for you! We can't disclose it here, but we can tell you that the game is not over yet!

NOTE: The total time you take to complete your mission determines its final outcome.

CHECK BOARD

DATE	LAST SCENE	PASSWORD

DATE	LAST SCENE	PASSWORD

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OR ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

90920